

Fort Devens Range Complex

Facility 4



Leader Reaction Course (LRC)

Standard Operating Procedures

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MEMORANDUM FOR PERSONNEL CONCERNED

SUBJECT: Standard Operating Procedures for Leadership Reaction Course, Facility 4

1. PURPOSE. To establish a Standard Operating Procedures (SOP) to be used while training on Facility 4, Leadership Reaction Course.
2. LOCATION. Facility Four (4) is located at BH 8240 0641.
3. APPLICABILITY: This SOP applies to all units using the Leadership Reaction Course. All Officers in Charge (OIC), Non-Commissioned Officers in Charge (NCOIC), will be familiar with the contents of this SOP and all applicable references.
4. REFERENCES:
 - a. FD REG 350-3, Range Regulation
5. SCHEDULING. Units wishing to use the LRC must schedule through Range Facility Management Support System (RFMSS), Fort Devens, Massachusetts. A list of authorized OIC's must be provided prior to actual use of the LRC. This OIC roster must be signed by the unit commander.
6. LRC OPERATIONS.
 - a. The LRC must have an (OIC). All personnel assigned to individual points as raters are tasked to act as Safety Officers.
 - b. The LRC is constructed as safely as possible. However, the tasks and conditions for completion may place personnel into unstable positions. All measures possible must be taken to ensure the course is completed safely.
7. COMMUNICATIONS. Two-way communications must be established with Range Control as soon as the unit occupies the LRC. Range Control will provide a handheld radio for the Range Safety Net. Loss of communications will result in the suspension of training until communications are reestablished. Additionally the Range Control phone numbers are 978-796-2155 or 2723.
8. MEDICAL SUPPORT.
 - a. Medical personnel, safety officer, and equipment on site will be IAW unit POI and risk management worksheet risk level for the training conducted. If medical evacuation is required, Range Control will call for an ambulance. If possible, the unit requiring an ambulance will have an escort vehicle at Range Control to meet the ambulance. If an escort is not possible, a guide will meet the ambulance on the nearest main road closest to the accident site. The unit will complete DA Form 285 and turn in a copy to Range Control prior to clearing the facility and send a copy to the installation Safety

Officer IAW DA Pamphlet 385-40. (IAW FD Reg 350-3 Chapter 3 Para 23 Medical Support)

- b. In the event that a medical emergency arises, the initial incident notification will be made to Range Control by radio and will contain the following information:

- 1) LINE 1 LOCATION
- 2) LINE 2 Number of injuries.
- 3) LINE 3 Nature of the injury (give description).
- 4) LINE 4 OIC's initials.

9. ADMINISTRATIVE. The only authorized parking area for vehicles brought to the LRC is in the vicinity of the parking lot adjacent to the facility. Vehicles may be driven into the LRC area for loading and unloading of equipment only.

10. ACTIONS PRIOR TO LRC.

- a. The using unit administers the LRC. The following briefing should be given to all raters for the LRC:
 - 1) As raters, you are primarily a safety officer representing your unit. Safety is the primary consideration during this exercise. If at any time you observe an unsafe act you will utilize your whistle to gain the attention of everyone at the station and terminate the station until the unsafe practice is rectified.
 - 2) You will be rating each soldier as they react to a task using their leadership skills. The squad does not have to successfully complete the task, as long as the squad leader recons the task, formulates and briefs a plan, which would feasibly lead to task accomplishment, and supervises his/her squad. The squad must put forth their best effort; the leader must show certain leadership qualities such as bearing, decisiveness, initiative, judgment and tact. If the leader accomplishes these tasks and demonstrates these qualities he /she should receive an overall "GO".
 - 3) You will be given LRC evaluation sheets and assigned to a station. When the first squad reports to that station, you will choose an individual from the "working squad" to act as the squad leader. At that time ensure you complete the information at the top of the evaluation sheet.
 - 4) On the command "Raters, Raters," " you have two minutes to brief your squad leaders and observing squad," you will give the mission briefings to the leader. You will then brief the observer/harassers on safety requirements, if listed. These safety requirements are points that you as the acting safety officer and the observers must enforce!
 - 5) On the command "Leaders, you have 12 minutes to accomplish your task; begin work," you will begin evaluating the leader on the points listed on the evaluation sheet. If any member of the working squad touches a red painted portion of the obstacle, the working squad must stop work while the observing squad counts down a ten second delay penalty. If at any time the working squad drops a piece of equipment onto the ground/sawdust within the start/finish points of the

obstacle and loses control of it, they will not be able to use it. If that piece of equipment was essential for them to accomplish the task, you will tell them to retrieve it and start from the beginning. If a member of the working squad falls onto the ground/sawdust, within the start/finish limits of the obstacle, he/ she is considered a casualty and that person cannot continue the mission. If too many squad members become "casualties" to complete the mission, you will have the squad start over again from the beginning. If the leader tries to go through first, then he/she must be given instructions to have the squad start over again from the beginning. If at any time an individual views an unsafe act occurring, the command "Cease work, safety", will be given and the working squad will cease work until the unsafe practice has been rectified. Because of the noise from the harassing squad the rater will have to use their whistles to control each station (i.e. stopping the working squad to start the ten second delay penalty countdown, safety violations, etc).

- 6) On the command "Cease work, cease work, return all equipment to the start point," you will ensure all equipment is returned.
- 7) On the command "Raters, you have two minutes to critique your squad," tell the squad leader how he / she did. Provide specific examples and explain their options. Be brief and concise.
- 8) The last command will be, "Raters and squads rotate to your next task." You will stay with your squad throughout the course. Upon arrival at the next station, the squad members face away from the station so they cannot see the obstacle.

b. One to two days prior to LRC brief your leadership on the uniform and equipment requirements for this exercise. The uniform will be as follows:

- 1) It is suggested that all personnel using the LRC wear a Kevlar helmet with chinstrap.
- 2) Gloves should be worn.
- 3) All pin-on rank insignia, watches, rings, pens, pencils will be removed.
- 4) Enroute to LRC stop by range control to sign for the LRC, keys to the equipment boxes and hand held radio to establish and maintain communications.

11. LRC BRIEFINGS.

a. Upon arrival at the LRC the personnel to be trained will be seated on the bleachers and given a thorough safety brief and an explanation of how the LRC will be conducted. One member of the rating team will conduct a pre-use inspection to look for the following: deteriorating boards, protruding nails, wire / cable security and overall safety.

b. Safety

- 1) Gloves should be worn while performing at all stations to prevent splinters, rope burns, but are not required.
- 2) At the stations, the raters will announce safety requirements and squads will strictly adhere to these.

- 3) Every individual is a safety officer and if any situation becomes unsafe you will sound off with the command "CEASE WORK, SAFETY!" At that time the unsafe practice will be corrected and work will continue. This is the primary mission of the raters and observers / harassers.
- 4) Observers/harassers should stay clear of working squad due to turning boards, pipes, etc.
- 5) Concept of operation
 - a. The unit will be divided into squads. First the rater will choose a leader from the working squad. The observing squad must not touch the working squad or their equipment.
 - b. Each squad will remove their ID tags and place them in a container prior to working. This will be secured and guarded by unit.
 - c. The raters will ensure that a new individual gets rated as a leader during each rotation.
 - d. No member of the working squad or their equipment can touch any ground within the limits of the start / finish points of each obstacle or any part of the obstacle that is painted red. If they do, then the entire working squad must stop what they are doing while the rater counts down a ten second delay penalty. If at any time the working squad drops a piece of equipment onto the sawdust or loses control of it within the start / finish points of the obstacle they will not be able to use it. If that piece of equipment was essential for them to accomplish the task, the rater tells them to retrieve it and start from the beginning of the obstacle. If a member of the working squad falls onto the ground to complete the mission, the grader has the squad start over again from the beginning.
- c. No other equipment/ material can be used except for what is furnished by the course at each station (i.e. belts, shoe string, etc).
- d. The working squad must take any equipment that they begin with all of the way through the obstacle to the finish point.

12. COMMANDS FROM THE LRC OIC.

- a. The first command will be, "Raters, raters, You have two minutes to brief your squad leaders." The leader has the remainder of that time to recon the site, to see what kind of equipment is available and to formulate a plan.
- b. At the two-minute mark, the next command will be "Leaders, you have 12 minutes to accomplish your task: begin work.
- c. A six-minute remaining and two-minutes remaining warning will be given.
- d. At the completion of 12 minutes the command "Cease work, cease work, working squads return all equipment to the starting point." Raters should ensure that all equipment is returned.
- e. The next command will be, "Raters, you have two minutes to critique your squad."
- f. The last command will be "Raters and squads rotate to your next task." The raters will stay with their squad throughout the course. Upon arrival at their next station both Squads will face away from the station so they cannot see the obstacle. This is when weapons, ammo cans, and roles will be switched.

13. ADDITIONAL INSTRUCTIONS.

- a. The OIC will be responsible for the timing sequence of stations, monitoring the times with a stop watch and giving commands for the LRC. The following table will be used:
 - 1) 2 minutes – raters brief leaders
 - 2) 12 minutes – squad conduct mission (call out 6 minutes remaining and 2 minutes remaining)
 - 3) 2 minutes – return equipment to start point/ raters debrief leaders
 - 4) 4 minutes – rotate to next station/ swap weapons and roles
- b. Five members per working squad are the ideal numbers. With more than five, some obstacles become difficult because of the amount of room allowed on an obstacle. With less than five, some obstacles become difficult due to a lack of personnel to lift heavy objects, etc. Ninety personnel are the maximum numbers that can be evaluated during ten rotations.
- c. After all personnel have been evaluated, ensure all equipment is returned to the equipment shed and a police call is conducted of the area. Ensure that each station is raked around the pits and the paths leading into the station.
- d. If any station needs repair or a piece of equipment needs replacement ensure that you make Range Control aware of this deficiency when you return the key and radio.

14. SEVER WEATHER PROCEDURES

- a) In the event of thunderstorms or other severe weather that potentially poses a threat to personnel, the OIC will determine the best location for cover.
- b) Heavy snowfall can render the course not usable for long periods of time during the winter months. Units scheduling during this time are recommended to contact Range Control to see if the facility is open.
- c) Rain can make some of the course hazardous, the Risk Assessment must take this into the overall assessment.

KEITH M. JACKSON
Range Control Officer

APPENDICES

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TASK 1

POW Compound Escape



1. Student Briefing

a. You are located in a POW compound. You have been told that two of you are too executed later today. Your only route of escape is across the moat and over the wall.

b. Movement of the water will sound an alarm. The wire concertina and the red bar along the front wall are electrically charged. The cat-walk and sidewalls may not be used to aid your escape.

c. You have a ladder and two ropes of different lengths to help you accomplish the task. Any loose equipment found in the area may be used.

d. Loud talking while on the front wall will be heard by the guards. Friendly planes have consistently bombed the area at this time for the past four days. You plan to take advantage of the confusion to escape.

e. If the alarm is sounded, your only chance is to run through the moat and get over the wall as quickly as possible, then return to this location. The planes are approaching now. Weapons will not be used.

2. Safety Factors.

a. Do not allow student to attempt to jump the simulated water pit at any time, especially when the alarm is sounded.

b. Do not allow students to throw the loose section of iron pipe.

3. Instructions to the Rater

a. General: Rifles will not be used in this task. Do not allow students to jump simulated water pit at any time. Do not allow students to throw the loose sections of iron pipe.

b. Fouls (Fouls occurs when):

- 1) Any of the red areas are touched.
- 2) Any of the wire or water is touched it will sound alarm. Students must cross the wall and return to the starting point.
- 3) Any Student talks after reaching the wall.

c. If any fouls are committed it is suggested that the instructor penalize the squad according to the progress that are making and the time left for completing the task.

d. All equipment will be returned to the starting locations upon completion of task.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Ladder	1	9 Feet
Rope	1	30 Feet
Rope	1	5 Feet
Pipe	1	2 ½ diameter by 42" long

b. Circumference of the pipe must permit it to fit inside the pipe used as part of the enclosure. Before the task begins, place the pipe on the far side of the compound wall where the students cannot see it when they begin the task.

TASK 2

Frontline Ammo Delivery



1. Student Briefing

a. You have been attempting to get to your frontlines to deliver a box of urgently needed ammunition. The ammo has been air dropped and is highly sensitive.

b. You must scale this cliff and cross the river on the remains of a chain bridge, the floor of which has been destroyed. All squad members must cross. You must take the ammunition with you.

c. You have one short plank which you found in the vicinity. This plank, if used must be taken with you.

d. The water and sides of the bridge are off limits. The area between the edge of the cliff and the water is heavily mined. Any equipment allowed to touch the river will be swept away by the force of the current.

2. Instructions to the Rater

a. General: Although this problem is a test of a group's problem solving ability, it is a greater test of their ability to cooperate and work as a squad. Even the agile will find difficulty scaling the cliff and crossing the river on an unstable platform.

b. Fouls (Fouls occur when)

1) When in your opinion a member of the squad touches or uses the hand rails. (If it were possible to build a true cable suspension bridge on this problem, no side rails would be present. Squad members will not be allowed to crawl or walk across on such a side rail.)

2) A foul occurs when, the plank, ammo box, or a squad member touches the water. The penalty should be the loss of the plank, or the squad member, stopping progress for a period of time.

3) Any Student talks after reaching the wall.

4) Do not allow students to throw rifles, ammunition or the plank.

3. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	2" X 12" X 33"
81-MM Ammo Box	1	50 lbs

b. Have the plank and ammo box returned to the starting point when the task is completed.

TASK 3

Waterfront Medical Resupply



1. Student Briefing

a. Both ends of this bridge have been destroyed. All that remains are these columns supporting a steel rail across this deep stream.

b. Notice the twisted offshoots from the rail. The red tips of the offshoots are razor sharp and must not be touched.

c. This box contains Dextran which is a blood expander. Your squad must take this equipment across the stream to a headquarters some distance beyond.

d. As tools, you have one rope, one strap and two boxes. One box must be left on this side. The Dextran must be moved as one unit. No jumping is allowed on this task.

2. Instructions to the Rater

a. General: Although this problem is a test of a group's problem solving ability, it is a greater test of their ability to cooperate and work as a squad. Even the agile will find difficulty scaling the cliff and crossing the river on an unstable platform.

b. Fouls (Fouls occur when)

- 1) Any person or piece of equipment touches the water between the columns.
- 2) The box or its contents are allowed to drop or are bumped against another object.
- 3) Any person or thing touches those parts of the off-shoots painted red.
- 4) Do not allow students to throw soda case across water and do not allow students to tie medical supplies around waist.

3. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Rope	1	15'
Strap	1	7'
Box	2	Soda Drink cases
Blocks	24	2" X 2" X 1

b. At the beginning and end of this task one case must be on each side of the obstacle.

TASK 4

Radiated Area Litter Team Rescue



1. Student Briefing

a. These pilings represent the remains of a bridge which has been blown up by enemy nuclear artillery. Your survey meter indicates that portions of the pilings and the stream have been contaminated by radio-active dust and cannot be touched. You are part of a squad operating in enemy territory. One of your party has been critically wounded in the back. You know that on the other side of the stream, there is a stretcher which you will need to transport your wounded comrade across the stream.

b. You have brought these six planks from the basement of a nearby house. Use what you need and be careful not to touch either the contaminated red areas or the stream with any piece of equipment or any part of your body. You must take all equipment with you to avoid giving the enemy a clue of your whereabouts. You are not allowed to jump from one set of pilings to another.

2. Safety Factors

- a. Do not allow the student to hold one end of stretcher and jump.
- b. Anticipate the placement of planks in precarious positions.

- c. Do not allow students to throw planks, stretcher or rifles.
- d. Do not allow students to jump with rifles.

3. Instructions to the Rater

a. General: Do not allow students to jump from one piling to another. Watch placement of planks and be certain the students don't touch the water.

b. Fouls (Fouls occur when)

- 1) A squad member touches any area painted red.
- 2) A squad member touches the water.
- 3) The stretcher or dummy is dropped.

c. You may penalize the squad fouling by:

(1) Placing the dummy or the stretcher at the starting positions and start the task again.

(2) Having the squad wait 10-60 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Dummy	1	145 lbs
Stretcher	1	N/A
Plank	1	2" X 6" X 67"
Plank	1	2" X 6" X 72"
Plank	1	2" X 6" X 58"
Plank	3	2" X 6" X 48"
Oil Drum	1	55 Gallon

b. Be sure the stretcher is placed at the opposite end from the dummy and loose boards at the beginning of the task.

TASK 5

Oil Drum Fence Lift



1. Student Briefing

a. For this task we have a wire fence supported between a tripod and upright post. The area painted red and the fence may not be touched by a squad member or any piece of equipment.

b. The specific task is to get yourselves and the handcart across the fence between the upright post and the tripod. The oil drums must remain in the handcart and cannot stand on the cart.

c. You may use any of the equipment provided but anything you use must be taken with you. As equipment you have two ropes and a pulley.

d. The cart cannot be roughly handled or allowed to drop hard to the ground. You may not jump over the fence from the ground and, of course, you cannot go around the obstacle.

2. Safety Factors

a. Stop any activity which, in your judgment, might result in injury.

b. Do not allow students to high jump the wire, be thrown across the wire, or jump from the barrel or handcart.

c. Do not allow students to stand beneath the suspended cart.

d. Check all knots for tightness and our secured.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability. A minimum of 5 squad members should be used on this task.

b. Fouls (Fouls occur when)

(1) A squad member touches any area painted red.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

2) Having the squad wait 10-60 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Rope	1	8'
Rope	1	30"
Pulley	1	1"
Handcart	1	QM Type
Oil Drum	1	55 Gallon

b. Have all equipment returned to the starting position when the task is completed. You can only start from only one side.

TASK 6

Patrol Minefield Crossing



1. Student Briefing

a. Your patrol is advancing into enemy territory to set up a forward air control post. To get to your destination, you must cross this minefield and tank trap.

b. You must take your sensitive radio equipment which is in the drum, handle the equipment carefully. The only safe areas to touch are the sloping sides.

c. You discover a cable apparently forgotten by the construction crew. You cannot untie the cable; it is securely belted to the frame work. You cannot touch any of the red areas, they have been booby trapped. You must cross quickly because an air strike is due for your control in 15 minutes.

2. Safety Factors

a. This task should not run in the rain.

b. 55 Gallon drum will be empty.

c. Do not allow students slide down the sloping sides or to jump from one rope to other. Weapons will not be thrown.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability. A minimum of 5 squad members should be used on this task.

b. Fouls (Fouls occur when)

1) A squad member touches any area painted red.

2) A penalty will be assessed for unnecessary rough handling of the drum.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Oil Drum	1	55 Gallon

b. Have all equipment returned to the starting position when the task is completed. You can only start from the rear of the station.

TASK 7

Waterfront Fuel Resupply



1. Student Briefing

a. Your squad has been sent back to get a drum of gasoline you observed in rear area during your advance. When you crossed this stream on your way to get the gasoline, this bridge was intact. However, since then enemy artillery has destroyed the center span. This is your only way across this dangerously swift river.

b. You must take the drum of gasoline, planks and the rope with you. As equipment to do this, you may use only the 4 heavy planks and rope which you find on or around the bridge. No one plank will bridge this gap.

c. You cannot touch the ground under the bridge as it is dangerously swift. Any objects allowed to touch the water will be swept away by the force of the current. No jumping is allowed.

2. Safety Factors

a. Do not allow personnel to go out on the extended plank if sufficient weight is not on critical end of the supporting plank. Normally, sufficient weight is at least 2 big men standing up the planks, 1 small man and the barrel.

b. No jumping allowed.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

- 1) A plank touches the water between the two spans of the bridge.
- 2) A squad member touches the water.
- 3) The 55 gallon drum is dropped.

c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) If a plank touches the ground penalized the squad with temporary loss of the plank.
- 3) If the drum is dropped have it returned to the starting position.

4. Equipment

(1) This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Oil Drum (Filled)	1	55 Gallon
Rope	1	12"
Plank	1	3" X 12" X 8'
Plank	1	3" X 12" X 9.5'
Plank	1	3" X 12" X 6.6'
Plank	1	3" X 12" X 6'

(2) These items should all be located on one span of the bridge before the students arrive. If necessary to return the equipment to the starting position if the squad solves the problem.

TASK 8

Culvert Passage Mortar Resupply



1. Student Briefing

a. You are members of a detail carrying ammunition to a mortar position to your front. Enroute to your destination you encounter this concrete abutment. You decide to continue on toward the mortar position by moving your patrol through these culverts..

b. You must use anything you find in the immediate area to assist you in your mission.

c. You must negotiate this obstacle taking this box of ammunition and anything you use with you. All squad members must pass through the obstacle and proceed to the mortar position beyond. No jumping is allowed

2. Safety Factors

a. Insure that planks are firmly seated before students pass over them.

b. No jumping allowed.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

1) A plank touches the water.

2) A squad member touches any red area.

3) This task is accomplished when all squad members, weapons, ammunition and planks are on the ground past the last post.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

2) If a plank touches the ground penalized the squad with temporary loss of the plank.

3) If the ammunition is dropped have it returned to the starting position.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	2" X 8" X 8.6'
Plank	1	2" X 8" X 6.2'
Ammo Box	1	Approx 40 lbs

b. These items should all be located on one span of the bridge before the students arrive. If necessary to return the equipment to the starting position if the squad solves the problem.

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TASK 9

Minefield Passage Ammo Resupply



1. Student Briefing

a. Your unit has just established a foothold on the far side of a steep cliff. Your squad has a box of ammunition which must be delivered in 15 minutes to a recoilless rifle position in that area.

b. You decide to use the remaining portion of a bridge in scaling the embankment to reach the gun position just beyond the cliff on the ground.

c. The ground between the barbed wire and the cliff is heavily mined and not to be touched.

d. As equipment you have a long and short rope, a pulley, and two sections rope. You do not need to take equipment that is used. All squad members must cross. All men weapons and ammunition must be on the ground on the other side of cliff for accomplishment.

2. Safety Factors

a. Insure that the two pipes are fitted against the 2X4 on the cliff when they propped them up there.

- b. Watch for men standing directly under the ammo, pulley and pipes.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

- b. Fouls (Fouls occur when)

- 1) A plank touches the water.
- 2) A squad member or piece of equipment touches any red area.
- 3) All squad members, weapons and ammunition must be on the ground on the other side of the cliff for accomplishment.

- c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) If a piece of equipment touches the ground penalize the squad with temporary loss of the equipment.

4. Equipment

- a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Rope	1	1" X 30'
Rope	2	1" X 4'
Pulley	1	8"
Pipe	1	3" X 13'
Ammo Box (106MM)	1	100lbs

b. These items should all be located at the starting position prior to the students arriving. If necessary to return the equipment to the starting position if the squad solves the problem.

TASK 10

Boobytrapped Area Obstacle Maneuver



1. Student Briefing

a. You are engaged in house-to-house fighting and have been sent back to get a box of ammunition when you encounter these two obstacles. You know that any other route other than the one you are taking will expose you to enemy observation and subsequent fire. The ground between the two obstacles is booby trapped. All squad members must touch the ground on the other side at one time or the other and return. You may not go between the two obstacles.

2. Safety Factors

- a. Do not allow the student to jump the gap between the fence and wall.
- b. Do not allow students to throw rifles and equipment.

3. Instructions to the Rater

- a. General: This task is difficult for most squads as it combines problem solving with muscular ability.
- b. Fouls (Fouls occur when)

- 1) The pipe painted red is touched by a squad member or piece of equipment.
- 2) A squad member or a piece of equipment touches the ground between the walls.
- 3) This task is accomplished when all squad members, weapons, ammunition are on the far side of the obstacle.

c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) If the ammunition is dropped have it returned to the starting position.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	30'
Box	1	80 lbs (approx)

b. If is necessary to return the equipment to the starting position if the squad solves the problem.

TASK 11

Stream Crossing Resupply



1. Student Briefing

- a. This task consists of crossing a swift stream. There is a hurdle located 9 feet out from the starting line. This is the remains of an old bridge.
- b. You have two iron pipes 10 feet long, one iron pipe 30 feet long, and one 30 foot length of rope. You may use only equipment provided.
- c. You must cross this stream, taking the oil drum and all other equipment with you without anyone or anything touching the water. You cannot go around the sides of the simulated stream. All squad members must cross. No jumping is allowed.

2. Safety Factors

- a. Do not allow the student to jump from hurdle.
- b. Do not allow students to throw rifles or pipes.
- c. If the barrel begins to fall, students should attempt to fall clear of the barrel and into the water but not attempt to reach the side of the pit.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

1) A foul occurs when a squad member, iron pipe, rope or the oil drum touches the water or red area.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

2) If the drum is dropped have it returned to the starting position.

3) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Pipe	2	1 1/2 " X 10'
Rope	1	30'
Oil Drum	1	55 gallon, half Filled with water

b. If is necessary to return the equipment to the starting position if the squad solves the problem.

TASK 12

Air Dropped Ammo River Crossing



1. Student Briefing

a. Your group consists of an ammunition detail taking an air dropped can of ammunition to a firing position on the other side. This log simulates your ammunition. You must get yourselves and the ammunition across the river. Nothing can be floated.

b. At the starting end of this task are two 6-inch pipes firmly fixed in concrete the piers. You have one short plank, one long plank, and a piece of rope to help you complete this task.

c. You may not go around the obstacle or allow any equipment to touch the water. You may not jump from cement piers on pipes or far side.

2. Safety Factors

a. Anticipate and disallow students jumping from a platform which is unsteady enough not to support his push off.

b. Do not allow students to ammunition (log).

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

- 1) The water in the pit is touched.
- 2) The sides of the pit are touched or the red areas are touched.
- 3) Do not allow students to jump from a platform which is not stable or throw the log.

c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) If the log is dropped have it returned to the starting position.
- 3) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	3" X 6" X 8'
Plank	1	2" X 6" X 4'
Rope	1	6'
Log	1	4' X 2'appx 100lbs

b. If is necessary to return the equipment to the starting position if the squad solves the problem.

TASK 13

Ammo Dump Demolition Mission



1. Student Briefing

a. You are members of a patrol sent into enemy territory to destroy an ammunition dump that is guarded by a 7 foot wire fence and a roving patrol which passes the area every fifteen minutes. The ground on both sides of the fence is mined and may not be touched by anything. You have brought with you one plank 10 feet long and 14 feet of rope to assist you in crossing the fence. You have also brought with you 80 lbs of explosives in four packages to use in blowing the dump.

b. All squad members must cross over and return. You must not allow anyone or any piece of equipment to touch the fence. You must get the explosives placed and all squad members and equipment back across the fence before the enemy patrol returns. The patrol has just passed.

2. Safety Factors

a. Insure that the plank is centered and firmly seated between the two iron platforms.

c. Do not allow students to place rifles on ground close to upright and no throwing or rifles.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

1) The sides of the pit are touched or the red areas are touched.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

2) If the explosives are dropped have it returned to the starting position.

3) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	2" X 12" X 10'
Demolition Charges	4	20 lbs each
Rope	1	14'

b. If is necessary to return the equipment to the starting position if the squad solves the problem.

TASK 14

Napalm Patrol Minefield Crossing



1. Student Briefing

a. You are squad members of a patrol carrying napalm to be used in a defensive position to your front. Astride your route lies this minefield, the left and right limits which you cannot determine. These three stumps may be used by your patrol to reach the far side of this minefield, thus placing you in position to continue on with your mission.

b. Nearby you find a plank and length of rope to assist you in crossing the mined area.

c. You must cross the area, taking the drum of napalm and all other equipment with you. All squad members must cross. No jumping is allowed on this task.

2. Safety Factors

a. Use safety observer to keep barrel from injuring working squad member especially when it is on the center stump.

b. Do not allow students to jump from one position to another.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

- 1) Anything or any person hits the red wire or touches inside the minefield.
- 2) When students try and go around the obstacle.

c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) If the barrel is dropped have it returned to the starting position.
- 3) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Plank	1	2" X 8" X 9'
Rope	1	20'
Barrel	1	50 Gallon

b. If is necessary to return the equipment to the starting position if the squad solves the problem.

TASK 15

Wounded Pilot Gorge Crossing



1. Student Briefing

a. You are members of a rescue party that has gone into enemy territory to bring out a wounded pilot. You have just crossed this gorge and found the wounded pilot. He is in an advanced state of shock with a badly sprained right knee and at the present time unconscious.

b. Your only route out leads back across the gorge. All the area between the two platforms is off limits. You cannot touch the water or the ground with any part of your body or any piece of equipment. You must work with as much speed as it will be dark within 15 minutes. You must take all equipment with you. (The first man to ask where the wounded officer is will be given that role to play.)

2. Safety Factors

a. Do not allow the "wounded pilot" to be strapped in the stretcher.

b. Ensure when the stretcher passes over the water that the pilot keeps his hands around the cable at all times. Squad members will not assist themselves across by pulling on the cable.

c. Do not allow students to pile rifles on the stretcher with the "wounded pilot or strap the pilot in the stretcher.

d. There is a possible danger point when the stretcher reaches the far platform. Be especially careful during the time the wounded squad member is being transferred.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls occur when)

1) Any piece of equipment touches the ground or any part of the framework of the water area that is located between the two platforms.

c. You may penalize the squad fouling by:

1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.

2) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Stretcher	1	
Straps	4	6'
Rope	1	30'

b. If is not necessary to return the equipment to the starting position if the squad solves the problem. This task can be run from either side.

TASK 16

River Crossing Resupply



1. Student Briefing

a. Your squad has come to this destroyed bridge with a cartload of much needed supplies. You must get the cart with the supplies across the river and take all equipment that you use with you.

b. As equipment you have this pile of logs and planks. You may not use the supplies to aid you in any way.

c. The water area is considered off-limits and extreme care must be exercised to see that no equipment touches this area. Any item of equipment allowed to touch the water will be swept away by the current.

2. Safety Factors

a. Watch for falling squad members.

3. Instructions to the Rater

a. General: This task is difficult for most squads as it combines problem solving with muscular ability.

b. Fouls (Fouls Occur when)

- 1) Any piece of equipment touches the ground or any part of the framework of the water area that is located between the two platforms.
- 2) A squad member falls into the water area.

c. You may penalize the squad fouling by:

- 1) If a foul occurs members can be instructed to start the task again or the member committing the foul can be removed from the problem for 30-60 seconds.
- 2) Any piece of equipment that is dropped or touches the red area can be removed and returned after 30 seconds.

4. Equipment

a. This task should have the following equipment:

<u>ITEM</u>	<u>QTY</u>	<u>REMARKS</u>
Handcart	1	QM Type
Plank	4	8'
Plank	1	12'
Plank	1	10'
Plank	1	9'3"
Pole	1	12'

b. If is not necessary to return the equipment to the starting position if the squad solves the problem. This task can be run from either side.